

12 War of the words

The big three CPC word processors slug it out. That's **Protext**, **BrunWord** and **Tasword**. Angela Cook was there to maintain the peace and evaluate the performances.

23 Software at a snip!

Canny CPC users know where to get the hard- and software they want and for a good price, too. David Crookes cuts out the confusion and frustration and leads you to the sources of the best CPC bargains.



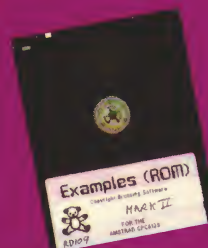
17 Who are you? (The 1995 AA reader survey)

More reviews? Fewer Techy Tips? Less machine code? We ask the questions. You give us the answers, honestly, accurately and in your own time. We learn more about you. So you get a customised magazine and, as if that's not reward enough - you could win a Jiffy Bag of software, too!

FREE

20 COMPETITION!

Let your CPC bear the brunt of your word processing burden with the **BrunWord** package. **BrunWord** is a byword for quality word processing and you could win the **Elite Mark II ROM Module** - if you enter our quick competition! Turn to page 20 now!



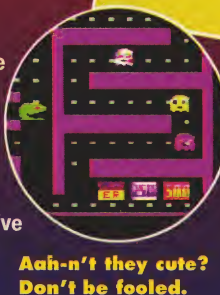
On your covertape...

Spaghetti Western

Get a Clint in your eye when you turn sharp shooter in an all-time classic. Never mind pumping iron, it's bullets you need to shift!

Cyberboy

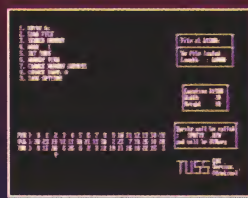
An a-maze-ing race wasting ghosties and popping pills in 'probably the most difficult Pacman game you've ever played.' Can you handle it?



Aah-n't they cute? Don't be fooled.

The Ultimate Sprite Searcher

Graphically challenged? Show what you mean by adding pictures to your plots. Designed for disc users but tape types can use it, too. Whether you have 128K, 64K or the multiface 128K or 6K versions, no matter! Make your programs action-packed



and image-infested with TUSSE!

Turn to page 5 now!

Regulars

3 What's happening

CPC news. Also, 'at home' with AA and AA readers on the Internet.

4 Reaction

Letters, even the odd sentence.

5 Serious action!

We've got it taped. For you.

7 Amscene Directory

The AA guide to who's who and where. Want to be in the know? Start here.

15 Classifieds

You've got it, someone, somewhere, wants it. You want it? Someone's got it.

WIN 20 Competition!

A **BrunWord Elite Mark II ROM Module** needs a new owner. Could it be you?

24 Back issues

Indispensable and inexpensive. If you missed out the first time all is not lost.

Serious stuff

10 Basically BASIC

File fiesta. Three types of CPC files.

16 Assembly line

Richard Fairhurst goes loopy - all in the interests of CPC research, of course.

19 Hardware

You can screen and screen until you're sick, using a Vidi Digitiser. Richard Wildey calls the shots.

21 Techy forum

Is the heat on? Richard Fairhurst can advise. Need to improve your connections? Richard can help.

Leisure zone

6 Public image

Does *Finger Print* make its mark? Do *Rambase v4.6* and *Dave's House* count for anything? Keith Woods is the judge.

9 Further reading

News and reviews from the *CPC 'zine* scene. Also, 'A Rough Guide to Picturès'.

AA116 on sale:

Thursday,
20 April 1995

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Jul '93 - Jan '94

What's happening...



Hard core? Hard stance

Worried about the proliferation of pornography among PD libraries or commercial software outlets? Then ask if your library is a member of Watchdog-8 or PSD (Professional Standards for Distribution).

Watchdog-8 is a new voluntary scheme for the software industry. It is run by the people at Prism PD but is 'unbiased' and independent of that company says a spokesman. It is based on the PSD, the largest official watchdog for the all format computer industry. The PSD works alongside Trading Standards and with the computer crime divisions of county constabularies and with New Scotland Yard.

The PSD aims to remove the spread of pornographic software in two ways: to make sure that mail order companies clearly label material that isn't suitable for children so there are 'no unpleasant surprises in the post' said a spokesman; and to pass to the police, details of companies suspected of dealing in child pornography, for example.

To join Watchdog-8 software companies complete an application form. If all is in order, the company making the application receives a logo to use on its stationery.

PSD John Dudley ☎ 01621 778778.

Watchdog-8, 13 Rodney Close, Rugby CV22 7HJ.

Coming to a PC near you

World Wide Web is the liveliest, trendiest place to be on the Internet (that source of information and opinions that disbelievers treat with the scepticism some doctors reserve for complaints of PMT or ME.) While you can't access it with your CPC the floods of e-mail received since we published the AA Internet address show that many of you use college resources to find along the Information Superhighway.

The official AA site is at <http://www.futurenet.co.uk/armstradaction.html>. However, if you start at

<http://www.futurenet.co.uk/> this is the front page of the Future Publishing WWW site with links into the home pages of all the Future magazines.

You can also find your way to the home page of AA reader K.E.W Thacker at <http://www.cm.cf.ac.uk/User?K.E.W/Amstrad> or that of AA fan 'blup'.

(If you are bemused by the above information refer back to 'Get the message', AA105.)

FUTURE MUSIC'S MEMS '95

THE MIDI, ELECTRONIC MUSIC & RECORDING SHOW
21st-23rd April 1995 Olympia 2, London

The sound of music...

Want to make music, sweet, sweet music? Then come along to MEMS billed as: 'the ultimate event to learn what's hip 'n' happening in the world of music and sound technology... and an ace place for computer fans, too.'

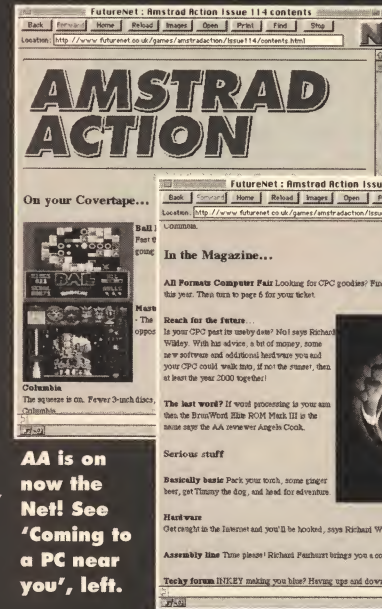
At MEMS, you'll find demos and displays from the world's leading kit manufacturers and also from the distributors.

The dates are Friday, 21 to Sunday, 23 April and the place, Olympia in London. Tickets cost £5 in advance or £8 on the door, but *Amstrad Action* have secured five to give away to readers!

All you have to do is tell us which tube line Olympia is on.

But hurry - to get the winners' tickets to them on time we need to receive your answers by Monday, 10 April.

Ticket hotline: ☎ 01369 707888.



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NOTE: Please do not ring the office for advice. We can only answer your questions through the pages of the magazine. Please send written enquiries to one of the addresses above.

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Compo winners

I want a game winner(s) are: Dave at Demon PD; Jordan Low, Angus; I Russell, Inverness; Stephen Rich, Harpenden; James Pinnias, Spitsby. (Sorry James, had a few problems with your writing! - Ed)
Richard Fairhurst wrote *Fluff* and he also writes for *Amstrad Action*.

The *Image Conscious* winner is E Johnson, Tamworth. The answer is BARRY.

The *Alternative Competition* winners are: (15 titles) P Adams, Bristol; (5 titles) J Slater, Peterborough; (5 titles) Alasdair Stewart, Ardler by Blairgowrie; (5 titles) Gary Andrews, Larne.

WACCI for free

CampurSoft is offering a free copy of WACCI to new customers buying software. No minimum purchase is necessary.

DES you or DESn't you?

CampurSoft is offering two free DES programs to DES ROM owners. Send a disc, SAE/Jiffy Bag and state whether you want the screen grabber *Camera* or the tracking sector editor *Disc Editor*. (The latter is very powerful and isn't suitable for beginners.)

No waiting

The eight socket (you can upgrade to a 15 socket version, later) ROMbox from CampurSoft enables instant access to your program/programs so not only does it save you time but it reduces wear on your hard drive, too.

A ROMbox is a program encoder on a chip so you only need to access your disc when saving or loading a particular datafile.

Note that to work with a ROMbox all CPC Plus machines require a peripheral adaptor (not available from CampurSoft). Price £35 plus £2 p&p.

CampurSoft 10 McIntosh Court, Wellpark, Glasgow G31 2HW ☎ 0141 554 4735 Fax ☎ 0141 227 4486

3-inch discs for sale

Original Maxell and Amsoft 3-inch discs for sale, £25 (incl p&p) for ten discs. CampurSoft has received a new consignment. Numbers are, however, limited to ten discs per person. From CampurSoft. (For contact information see above.)

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Reaction

Write to us at: Reaction, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW or you can e-mail us at aa@futurenet.co.uk putting 'reaction' in the subject line.

Web feat

I wrote to you suggesting you create your own AA home page. Now you have and I've had a look at it (see 'Coming to a PC near you', page 3 - Ed). I think it is very good, quite amazing, in fact. Especially all the pictures. So how about covering the following topics...

- ftp-sites with amstrad cpc-software,
- information on how to link a cpc to a pc
- information on the newest and best cpc-emulators and their use?

blup@ezinfo.vmsmail.ethz.ch

Slowly, slowly please. I was rubbish at foreign languages at school and this looks nothing like English to me. All those letters without vowels, the ampersand... Seriously though, blup (that's gotta be foreign or you'd be Herbert or Rodney), thank you. Though I'm afraid it's Rob, the Art Editor who takes credit for the pictures and the Futurenet On-line Editor who put it on to the Web site.

If you look at the Amscene/Directory on page 7 you'll see we have added a new section with information about ftp-sites for cpc-related issues. If anyone knows of any more, please write in. AA

Perhaps blup can help with the next one - the ch at the end of his e-mail address tells me he's in Switzerland which is 'abroad' so...

German-ating ideas?

I go to Germany every summer for my holidays and it would be nice to buy some German games. If you do get games abroad do they still use the name Amstrad?

Alasdair Stewart, Dundee

It's okay, we're covered

Why not lose more AA-produced pages and replace them with sample fanzines photocopied on to A5 paper and included as a supplement? This would result in a decent-sized magazine, provide free advertising for fanzines and user groups and reduce AA's production costs. I prefer the covertape in its current form - a complete game plus demos/utilities more than justifies the £2.95 cover price.

Mark Payne, Redditch

Mark, thanks for your concern about our production costs! We are happy to publish details of fanzines

and user groups - in fact, any useful CPC info - in our Directory on page 7 which readers can help keep up-to-date by notifying us of changes or omissions.

And, Mark, you asked where to find to buy or swap games. Our reader ads slot is the place. This month it's on page 15. You could probably trade your mother, not just your Music Maker package! Though if you go to MEMS (see page 3) you might be inspired to keep the MM package. Can't vouch for your mother, though! AA

Going up

I buy your rad mag when I get the money. I've got a 6128 and a GX4000. And I've tons of questions to ask you...

- 1 AA is IRE4 here in Ireland. Will this price be going down?
- 2 Is Trading Post the best place to get carts from? They only have 10.
- 3 Do no software houses make games any more? You didn't review any in AA112.
- 4 I missed a few good issues. Have you had the hardware project so the GX4000 can be plugged up to a cassette recorder?

- 1 You may have the best beer and very sexy accents but you also have 21% VAT on magazines (zero-rated in the UK). Anyway, Peter you've been bending the truth. I am reliably informed that AA costs IR£3.92 not IR£4. Shame on you! And as for going down. Sorry. From this issue AA costs more (wherever you buy it) - 4p in the UK, so around 7p in Eire.
- 2 Carts are hard to get hold of. Try Wizard and Computer Cavern (see Amscene Directory, page 7).
- 3 It's down to independent stuff, I'm afraid.
- 4 AGGGGGGGH! AA

Serious ACTION

CPC 464, CPC 6128, CPC 464
APRIL 1995 Serious ACTION

SPAGHETTI WESTERN



Tether your horse and hold on to your Stetsons as sharp shooting Richard Fairhurst explains this month's AA tape.

SPAGHETTI WESTERN

Zeppelin Software

'Do you feel lucky, punk?'

This month, it's your chance to be Clint Eastwood in Spaghetti Western, a game recently voted one of the all-time classics by readers of our sister mag Commodore Format. So plug in your joystick, limber up that trigger finger and get ready to pump bullets through the outlaws - which, unsurprisingly, is the general aim of this game.

It's not quite that easy, of course. Objects of all sorts are thrown at you, which sap your energy on contact. And even on level 1, the outlaws have a knack of taking pot shots at you and ducking behind windows only to be replaced by an innocent civilians whom you're not meant to shoot: partly because you'll be penalised for it, and partly because you'll waste valuable ammo. (Altruistic or wot? - Ed)

Your stock of bullets is displayed at the bottom of the screen, as a bar representing your current energy level and a count of just how much cash your 'fistful of dollars' contains.

You gain the dosh by shooting outlaws and, oddly enough, picking up the bags with a dollar sign on them. While, to pick up an object, press Fire! and move the joystick down - there are bombs and new magazines (no, not like AA) full of ammo to pick up, too.

Moving the joystick left moves your player



Are these distress flares he's wearing?



Ghostly goings on in Cyberboy.

CYBERBOY

Sheepsoft/STS Software

Pacman: old hat, right? Move around the maze, avoid the ghosts, eat the pills, collect the bonus

points. No problem. Today's CPC generation demands something more. Cyberboy's programmer, Paul Fairman, came up with the following twist from the depths of his rather warped mind.

In this game you can get out your laser and, well, waste the ghosts.

Despite this, it's still probably the most difficult Pacman game you've ever played. Control is by joystick or redefinable keys.

THE ULTIMATE SPRITE SEARCHER

Sentinel Software

Programmers are programmers, and graphic artists are graphic artists, and never the twain shall meet. Which is a bit of a problem when you've finished your latest eight-level scrolling shoot-em-up and the spaceships are still a capital

'A' and still firing full stops at the aliens.

Using TUSS, as it's more commonly known, you can get around this by, er... pinching graphics from other people's programs. There are four versions accessible from the TUSS loading menu: 128K, 64K, and the special 128K and 64K for Multiface users.

So firstly load the program from which you want to pinch some graphics into memory which is option 2 on the program menu in the normal versions. However, if you have a Multiface you can select one of the special Multiface versions and then load a game in the normal manner. Pressing the red button at any point then kicks TUSS into action.

Next, you need to search through memory for some graphics. To do this select the screen mode in which the game plays and then select option 3. Cursor up and down to move through memory. When you come across something that looks like jumbled-up graphics rather than a complete mishmash of game data and code, use cursor left and right to get the right width.

Use the SHIFT and cursor keys for final adjustment, and then exit to save the sprite using option 9. There are tons of other options for you to play about with and even an RSX sprite driver so you can use the graphics easily in your own programs (to reprint the TUSS manual would take up the whole magazine).

It's designed for disc users, but tape folks can use it. Load a Multiface version from the TUSS menu (press a key immediately that you see 'Press PLAY then any key'), or load an unprotected game file first, followed by a special version of the program such as MEMORY & 17FF: LOAD "game filename", &1800. Insert side B of the covertape, wind it to near the end, and type: LOAD "TUSS8B00.64K", &8B00: CALL &8B00.



Get sussed with TUSS.



O.J. SOFTWARE (01257) 421915

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				Proprint CPM (6128)	£51.95	Read Right Away 131 137+	£12.95		
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				Proprint CPM (6128)	£51.95	Read Right Away 136 142+	£12.95		
				Proprint CPM (6128)	£51.95	Read Right Away 137 143+	£12.95		
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Public Image

Keith Woods turns brickie, moonlights as a drug dealer and offers a suggestion to the guilty among you - if you are expecting the cops to call, encrypt your data!

SERIOUS

Rambase v4.6

By John Farlie and Barrie Snell
(128K only)

According to the most recent AA information, today's most typical Amstrad Action reader is male, between 30 and 40 years old, and runs a business on his CPC. At the back of his wardrobe is his old 70's tux which he still thinks looks good on him and which he'd wear if only his wife would let him.*

If you're one of the multitude that fit this description (well, maybe apart from the tux bit), then one of the programs you're most likely to find useful is a good database. Unfortunately, commercial databases (like everything else) are hard to come by, but it probably won't surprise you to know that



Rambase v4.6: full of features, free of bugs.

there's a program in the PD which is almost as good as any that will set you back, say, £20.

Rambase was first released many moons ago as a fairly ordinary database. However, over the years various users have been adding features to overcome problems they've encountered, to make Rambase one of the most fully-featured and bug-free programs available in the public domain today.

As well as all the usual data handling features which you'd expect to find in any reasonable database, Rambase includes very powerful sorting, searching and field management options.

Most powerful is the sorting option, which allows you to sort any part of the file you want on any field,

Where to go

Get Rambase v4.6 from King Arthur's Domain, Brympton Cottage, Brunswick Road, Worthing, West Sussex BN11 3NQ ☎/fax 01903 206739

April 1995 AMSTRAD ACTION

EDUCATIONAL

Dave's House

By Tom Neill (Dwarfsoft)

Dave's a builder, but God only knows how he got the job, because he can't even remember how many bricks he needs to build a house. Thankfully, however, you can help him out by solving a few simple sums.

Basically all Dave's house involves is getting your child to solve a few simple addition problems. As they get them right, they watch Dave's house reach for the skies, but if they get one wrong Dave can't finish the job and loses his cheery grin.

...And, erm, that's it. No, there are no different skill levels, no, you can't do anything other than addition and no, there are no other challenges for



The house that Dave built - with your help.

your offspring to meet. All this little game does is to pick two numbers between one and 30 and ask the child what their sum is. Even this is of little use, as the game is only really testing them, rather than teaching them. The kids either get the sum right or wrong - there's no 'try again' option.

What Dave's House sets out to do it does beautifully. Trouble is, it does so little it's hardly worth bothering with.

GAMES

Drug Baron and Doom

By Tom Dean (Impact)

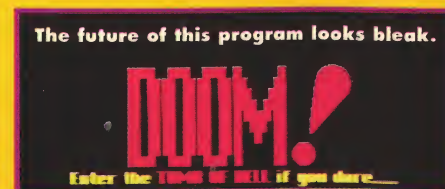
Tom Dean's long standing disczone Impact has never been the most popular of CPC magazines, probably because some of the prose it contains won't suit most tastes. It does have one notable distinction, however, which is that the Editor, Tom Dean writes much of the free software which is included himself.

Drug Baron and Doom are two of the more interesting games Tom has produced recently...

Doom

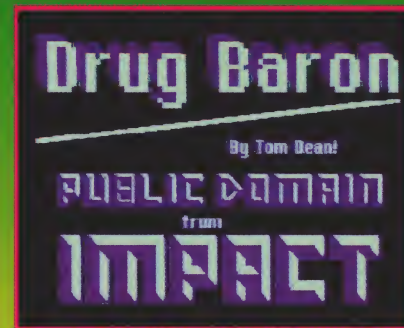
The CPC has traditionally been supported by many good quality PD adventures from the likes of Simon Avery or Rob Buckley, but unfortunately this is no longer the case.

Doom will do little to cheer up poverty-stricken PD adventure fans, as it's everything an adventure



April 1995 AMSTRAD ACTION

game shouldn't be: the parser hardly seems to exist, the storyline fails to excite, it's written in BASIC (so it moves slowly), and the room descriptions are approaching Gertrude Stein-like minimalism. Plus, Tom's, erm, unique sense of humour makes the odd appearance, with the game taking to calling you a creep! Well, if that's your attitude, I'll play something else...



Flat, no sparkle, just like the coke.

Drug Baron

If you have aspirations to become a criminal and do devilish things like using Finger Print, you might like to practise your dirty dealings with this management simulator.

The idea is you start off with a load of money which you use to buy either cannabis,

heroin or cocaine. You then sell your weed to your local students through your dealers with the long blonde hair, and hope you make a profit.

Unfortunately, it's all a bit too easy. All you need to do is buy the right amount of each drug and use the right number of dealers and then watch the money flow in. It's hardly that easy in the real world (is that the voice of experience? - Ed).

This game might be more fun if you had vendettas with other barons, or were on the run from the cops. As it is though, it'll hardly keep you

Who are you?

* If you think this is slander, turn to pages 18 and 19. We're doing another survey to find out who reads AA and what (is it possible to improve on brilliance?) we can do to fill it with what you want to read about. You could win a lot of software... but you have to take part in the competition, first, of course!

Amscene directory



Clubs

United Amstrad User Group (UAUG), 26 Uplands Crescent, Fareham, Hants PO16 7SY ☎ 01329 234291

Comms

Genesis, the 8bit generation comp.sys.amstrad.8bit (newsgroup)

e-mail: roussin@genesis8.frug.fr.net (BBS with CPC software established October 1994. 24 Mb of programs including CPCEMU and CPE emulators (on PC and Amiga). ☎ 0033 1 39 50 54 11..

Aspects (on-line address) 0161 792 0260

FIDO 2:320/220
File requests welcomed

CIX ☎ 0181 390 8446
(on-line address) 0181 390 1255/1244

CompuServe ☎ 0800 289378

Delphi Internet ☎ 0171 757 7150

Direct Connection ☎ 0181 317 0100

Fanzines

After Dark £1.50
41 Westmorland Ave, Newbiggin-by-the-Sea, Northumberland NE64 6RN

Amszine
Gayton, Laneside Road, New Mills, Nr Stockport SK12 4LU ☎ 01663 744863

CPC Mania, £1.50
DMP Software
89 Wolverhampton Road, Codsall, Wolverhampton WV8 1PL

The Eliminator
14 Station Road, Riccall, York, North Yorks YO4 6QJ
Cheques payable to J R Naylor. Or send 50p.

PD Power
13 Rodney Close, Bilton, Rugby CV22 7HL

PD Libraries

Basic PD
3 Beacon Lane, Whipton, Exeter, Devon, EX4 8BD
Cassette-only library. Dealing only in BASIC.

Colrob PD
9 Aviemore Road, Hemlington, Middlesbrough
Tape-only PD library.

Demon
42 Overton Close, Hall Green, Birmingham B28 9NA. E-mail: dave@kechb.demon.co.uk
3.5-inch discs available.

GD PD Software
4 Connaught Avenue, Mutley, Plymouth PL4 7BX
25p per disc. Free selection form the listings for four or more selections ordered.

Image PD
Darren Dodds, 15 Elmwood Drive, Ponteland, Newcastle NE20 9QQ
Also provides a digitising service.

Jamo PD
01676 533467
A two-side selection costs the same as one-side.

King Arthur's Domain, Brympton Cottage, Brunswick Road, Worthing, West Sussex BN11 3NQ ☎/fax 01903 206739

PD Fun
Duncan Tissard, Folly Farm, Cold Ashton, Chippenham, Wilts SN14 8JR
A policy of 'no serious software'.

Prism PD
13 Rodney Close, Bilton, Rugby CV22 7HL

Robot PD
2 Trent Road, Oakham, Rutland LE15 6HF

RSPD
Robert Sparrow, 40 Dee Court, Hobbayne Road, Hanwell, London W7 3RQ

Sheepsoft
298 Holton Road, Barry, South Wales, CF63 4HW ☎ 01446 700730

Hardware

Datel ☎ 01782 744707

Microform (Fax no.) 01772 703131

Romantic Robot ☎ 0181 200 8870

STS
298 Holton Road, Barry, South Wales CF6 6HW ☎ 01446 700730

Indie Software Companies

CampurSoft
10 McIntosh Court, Wellpark, Glasgow G31 2HW ☎ 0141 554 4735

CPC Southwest
4 Connaught Avenue, Mutley, Plymouth PL4 7BX

Crystal X Software
11 Vicarage View, Redditch, Worcs B97 4RF

NEXT MONTH:

In the last few months it seems that all of the PD's most prominent games programmers have moved on to other ventures. One man that's not going anywhere else, though, is Britain's David Hall, who, with a bit of luck, will, next month, herald the return of the famed (ahem!) Public Image mini-interview with news of his latest production.

Look out also for reviews of the most recent monitor programs for techy freaks and the latest production from the creators of Ghouls Writer. In short: don't miss it!

amused for more than ten minutes.

And, oh yeah, and remember, that winners don't use drugs. Just say no!

Doom

30%

40%

Drug Baron

Stellar Outpost, £2.99 (tape), £3.99 (disc). Cheques payable to A Swinbourne.

DMP Software
89 Wolverhampton Road, Codsall, Wolverhampton WV8 1PL
Send SAE for catalogue.

Pacific Software
37 Trimmingham Drive, Bury, Lancs BL8 1JW
Technically-minded fanzine.

Radical Software, Brympton Cottage, Brunswick Road, Worthing, West Sussex BN11 3NQ ☎/fax 01903 206739

SD Microsystems
01953 483750

Sentinel Software
41 Enmore Gardens, East Sheen, London SW14 8RF e-mail: cs94rrw@Brunel.ac.uk
STS titles and a few original products.

Siren Software
0161 7965279

Mail Order

Trading Post ☎ 01952 462135

Trojan ☎ 01554 777993

Wizard Games ☎/fax 01723 376586, ☎ 01723 503299

Services

Merlin-Serve, Brympton Cottage, Brunswick Road, Worthing, West Sussex BN11 3NQ ☎/fax 01903 206739
Games for sale from 50p. Swaps. Will buy unwanted CPC stuff.

Software suppliers

OJ Software ☎ 01257 421915

Computer Cavern ☎ 01628 891101

STS
298 Holton Road, Barry, South Wales CF6 6HW ☎ 01446 700730

Tronics North
010 6177 253 766
PO Box 7419, Garbutt, Queensland, Australia, 4814
Large supplier of software and CPC bits.

Upgrades/Repairs

HEC
47-49 Railway Road, Leigh, Lancs WN7 4AA ☎ 01942 261866

User Groups

UAUG (United Amstrad User Group)
01329 234291

WACCI ☎ 01244 534942

April 1995 AMSTRAD ACTION

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Further reading

David Crookes thumbs the pages of another fanzine and
thumbs his nose at its prose, presentation and
and purpose, and advises on clip art.

News

The fanzine *Another World* ("the ultimate disczine for serious users") has closed its doors because, according to its editor, Richard Avery, it took too much of his time and not many people bought it anyway.

We never actually saw a copy but, by all accounts, it was good, which makes it all the worse that sales were low. However, Richard reassures us that he hasn't left the CPC scene and will continue to write PD programs.

Richard Avery, 35 Marlborough View, Cove, Farnborough, Hants GU14 9YA.

Derek Payne of *CPC Mania* fame has asked us to give his 'zine a plug. It costs £1.50.

Derek Payne *CPC Mania*, 89 Wolverhampton Road, Codsall, Wolverhampton WV8 1PL

any cheats. And, get this: the reason why this page is, well, empty in our review copy (we've been

assured there will be cheats in the reader copies) is that the *Eliminator* crew think AA will nick them. Right. To make a good impression on a reviewer, you don't insinuate he's a thief, do you?

If *Eliminator* were anything but a fanzine, it would be a self-destructing bomb. A bomb with a time limit of around

half a minute and that definitely doesn't mean that the mag is dynamite.

So you turn the page to take a gander at the contents and what do you find? An impressive list of articles and a promise of "ultimate pleasure." Well each to their own, I suppose. Anyway, to the reviews...

There are three scintillatingly, superlative pieces of opinion on *Titus The Fox*, *Street Gang Soccer* and *Cavemania*. All the reviews are

REVIEW

Eliminator

Price: 50p

EDITOR: J R Naylor

ADDRESS: 14 Station Road, Riccall, York, North Yorks YO4 6QJ

How can you eliminate a fanzine reviewer in fewer than 20 seconds? Without using forceful means?

- You publish a fanzine with only ten, single-sided pages and fill them with nothing but rubbish.
- You proudly claim that your fanzine is "better than the rest" and justify this by saying it is brilliant because "our graphic capabilities are good" (which means they use some pretty pictures which should make the mag worth, ooh, hundreds of pounds). Not only this but you emphasise the fact that you have lots of fonts and reckon that this statement means the fanzine is so priceless that it should appear on the Antiques Roadshow in a few years time.
- You include a cheat page and decide not to print

Eliminator makes claims...

SEARCH EDITION
NOV. 7, 2004

ELIMINATOR FANZINE!

FOR YOUR

AMSTRAD CPC!

THIS MONTH WE TELL YOU HOW WE
FOUGHT BACK FROM THE NEVER ENDING
PITS OF DOOM!
WE HAVE REVIEWS,
CHEATS,
COMPETITIONS,
THE CHARTS,
TUTORIALS,
AND MUCH, MUCH MORE!

**BETTER THAN
THE REST!**

short and tell you hardly anything pleasurable or worth reading.

Then you turn to the only other page of any real note, the news section. This just tells you why

FANZINES

9

A rough guide to pictures

Some fanzines decide to have wall to wall text as opposed to brightening things up with a few pictures. However, if you do want drawings then this is where clip art is an absolute god and the reason why some fanzine editors worship this sort of pics.

The balance between clip art and text has to be struck to avoid an excess of one thing over another. Like a lot of other 'zines, *Eliminator*, (reviewed on this page) has too much clip art and this has an undesirable effect because it smacks of laziness. Anybody can produce a fanzine like the one below left in under an hour and people begrudge paying for something like that.

But how do you go about making your own clip art?

It's easy. All you need is a good art package and a copy of *Powerpage*. Draw your image in MODE 2 using your art package and, once you're happy with the result, save it as a screen file. Load this screen into *Powerpage* and, using SHIFT and COPY, draw a box around the area of the screen you want to be clip art. Don't press SHIFT and COPY twice, though, as this will permanently keep the box on screen.

Once you have a box around the image, you need to call up the Block menu and choose the clip art option. The program asks you for the name of your clip art and then saves it as a .CUT file.

Hey presto! A piece of clip art ready to use.



CHEAT PAGE!

THE CHEATS HAVE BEEN TAKEN FROM THE AA PREVIEW
ISSUE AS WE THINK THAT YOU WILL NICK THEM!
WE DO PROMISE THAT THIS PAGE WILL BE PACKED WITH
CHEATS IN THE READER ISSUE!

...proves to be a
'cheatscape', and
doesn't deliver.

Eliminator closed and subsequently re-opened (makes you wonder why they did the latter, though). That's it, I'm afraid, besides a competition, a survey and something about starting a letters page (which will end up full of complaints, I'm sure).

And despite the lavish claims of a good-looking 'zine, the editor has only produced an average offering. Lots of fonts are used but unfortunately this just creates a scrappy effect.

The size of the text is far too big and this forces the amount of words to a page to zoom down rapidly, decreasing

the value for money. Still, if you're virtually blind, at least you'll be able to read it.

The clip art is of a very good quality, though. Shame it's used only to waste space.

On the other hand, the 'zine's blank sides come in dead handy for scribbling notes on, but, save your 50p and go halves on a lottery ticket because then at least you've got a chance of gaining a little "ultimate pleasure."

Content: 10%

Appearance: 45%

Overall: 35%

Basically basic

Are 'files' a) something you send prisoners in a cake? Or, b) a method of storing information? Angela Cook and Rob Buckley answer in a multiple choice format.

There are three types of files on the CPC:

- programs written in BASIC or Machine Code, which are normally called by using the RUN "FILENAME" command;
- binary data, which is just a long list of data in byte format. This is normally used to save: (1) the Guatemalan spotted tree frog, or (2) graphics and game information. An example of this is how to load and save a screen. To save a full screen out type:

```
SAVE"FILENAME",b,&C000,&3FFF.
```

To call it back on screen,

```
LOAD"FILENAME",b,&C000
```

- another method of storing data – in a more ordered and readable form than a straight block of data, and that is what this article concentrates on.

Over the past few months you have been using:

- 1 Oxyspot cream. Or;
- 2 strings and variables, and seeing how these might be used in a database, word processor and even an adventure game. However, once the computer is switched off you have lost all the information.

Thankfully, the CPC being as fantastic as it is, gives you a saving ability. Try typing this – though be

Nine reasons NOT to be a programmer

- 1 You are contractually bound to wear a Metallica T-Shirt.
- 2 You must grow your hair really long (What's wrong with that? – Simon).
- 3 Your jeans develop holes within days of you learning Assembly language.
- 4 All programmers must blush when the opposite sex are mentioned.
- 5 When you go to parties, everybody avoids you, and you have to sit in the kitchen telling anybody who passes about your latest compression routine.
- 6 Everything you do becomes revolutionary. For example, 'It's a brand-new way of going to the toilet!' or 'It's a new style of parking I've designed, Officer!'
- 7 Your face erupts like Mount Vesuvius.
- 8 Old ladies take pity on you and offer you their seat on the bus.
- 9 You must make up a meaningless programming pseudonym for yourself..

sure to have a disc or tape to hand (with both the Record and Play buttons pressed down).

```
10 INPUT"what is your name";Name$
20 OPENOUT"Name.INF":PRINT#9,Name$:CLOSEOUT
```

Run this, and when the ready prompt appears, reset the machine (for a 'soft reset' hold down CONTROL and SHIFT, press ESCAPE), rewind the tape and type:

```
10 OPENIN"Name.INF":input#9,Name$:CLOSEIN
20 PRINT#9,Name$
```

All you have done here, is to save a piece of information. However, you can store whole lists of information all in one file, and then call them back when needed, though you need to call them back in the correct order. For example:

```
10 OPENOUT
"DATA":PRINT#9,NAME$,ADDRESS$,POSTCODE$,RECORD:
CLOSEOUT
20 OPENIN
"DATA":PRINT#9,POSTCODE$,RECORD,NAME$,ADDRESS$:
CLOSEIN
```

When you run it, this program causes an error, since you have tried to:

- 1 bounce on the keyboard. Or;
 - 2 read back the data in line 20 in the wrong order.
- In other words, the INPUT#9 in line 20 should be followed by the same data format: string, string, string and number.

The correct line is:

```
20 OPENIN"DATA":INPUT#9,NAME$,ADDRESS$,
POSTCODE$,RECORD
```

You may notice that if you enter a line which has used a comma, (,) whatever came after it has been lost. This is due to the way that BASIC handles inputs, and to get around this, you have to replace both PRINT#9 and INPUT with new commands.

Firstly, replace all PRINT#9 with WRITE#9, INPUT#9 and INPUT with LINE INPUT#9 and LINE INPUT respectively. This is demonstrated in the short listing below.

```
10 OPENOUT"Demo"
20 WRITE#9,"
```

(This is a simple line, with a comma in it!)

```
30 CLOSEOUT
40 OPENIN"Demo"
50 INPUT#9,A$:PRINT A$
60 CLOSEIN
70 OPENIN "Demo"
80 LINE INPUT#9,A$:PRINT A$
90 CLOSEIN
```

Here's a small program that lets you enter a name and telephone number, and continues until you tell it to:

- 1 stop. Or;
- 2 do the hovering.

```
10 OPENOUT"Tele"
20 LINE INPUT"Name";Name$:LINE INPUT"Telephone
Number";Tele$
30 WRITE#9,Name$,Tele$
40 INPUT"Enter another (Y/N)";q$:if q$="y" or
q$="Y" then 20 50 CLOSEOUT
```

Once you have entered all your names, you can use this little program to search through and pick the right number, by entering the name required.

```
10 OPENIN"Tele"
20 LINE INPUT"Please enter
name";N$:N$=UPPER$(N$)
30 IF EOF THEN PRINT"Name & Number
no found":CLOSEIN:END
40 LINE INPUT#9,NAME$,TELE$
50 IF N$=UPPER$(NAME$)THEN
PRINT"The number required
is ";Tele$:CLOSEIN:END
60 GOTO 30
```

In line 30 you use a function called EOF, which is short for End Of File.

When this becomes true it means you have read the last piece of information in the file and you close the opened file and end the routine.

Note that trying to read past the end of a file results in an error.

Type righting

Check the program is correct using TypeChecker. See AA113, page 17.

NEXT MONTH:

How to write your own ecologically-incorrect game... How about 'International Seal Culling' or 'Super Badger Baiting'? Now that's worth £3 of anybody's money. All that's left to say, is that the first person to send in the correct answers to the above questions, will win: 1 an all-expenses paid trip to the Caribbean. Or; 2 nothing.

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WAR OF THE

Professional juggler of paragraphs and whizz with words Angela Cook checked the performance of three CPC WP packages.

The challenge was to find a decent word processor that was easy to use for the whole family, which had good production quality, a spell checker, because I can't spell (I resisted the urge to misspell everything in that sentence on purpose), and which was also value for money. So now it is not a battle of the sexes, but a battle of the word processors.

Meet the contestants

The three main contestants are:

- *BrunWord* (reviewed in AA114);
- *Protext* (what WACCI are always raving about) and;
- *Tasword* (because it came highly recommended from a friend).

Tasword

In most people's views, *Tasword* has been one of the lesser word processors, being shadowed by giants such as *Protext* and *BrunWord* (remember to turn to page 20 for your chance to win a copy of the *BrunWord* Mark II ROM Module - Ed).

...it is not a battle of the sexes, but a battle of the word processors

A while back, when Tim Norris was Acting Editor, Simon Forrester was still Staff Writer, AA had more pages, MJC Supplies was still around, and there was a chance of *Street Fighter II* being released on the CPC (AA91), *Tasword* 464 was plonked on to the *Amstrad Action* coverpage.

Tas-it approval

Very nice of Tasman Software that was, it gave an insight into what *Tasword* 6128 would be like. Now that I have it, the first thing that struck me about

Tasword, was what a delicious screen it had. It was orderly, not confused, and the overall design appealed to me. You can choose your own colours for a start. Also, there is a window (an area of text) at the top of the screen, which gives you some of the explanations of keypresses available. You can scroll through this, or opt to see the whole lot in one go. You can also turn it off, to make room for more text on screen.

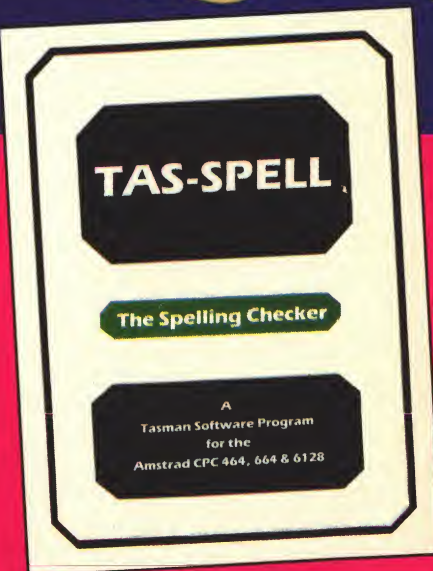
Tasword also has a handy little system, whereby, if you have caps lock on, the status bar at the bottom of the screen is also in upper-case, and so on.

Tasword is extremely easy to use and, like both *BrunWord* and *Protext*, comes with a tutor file to teach you the controls and also how to use the package quickly and easily.

One thing I never realised until recently is that *Tasword* puts a hard return at the end of each line.

I am definitely of the view that *Tasword* is a giant after all

This makes it difficult to transfer to other word processors (not that you would want to - *Tasman Software*) or DTP packages (desk top publishing, such



as *Stop Press*, *Micro Design* or *Richard Fairhurst's PowerPage* 128).

Another thing which pleased me on *Tasword*, is the menu option for loading, saving and other things. This is extremely well executed, and simple: one of the many good points of the program. However, you can't fit all that much in memory, so your documents are limited to how much is left in RAM after *Tasword* has taken its cut. *Protext* on disc also suffers, but the ROM version doesn't, nor does

Where to go...

Arnor Ltd (*Protext*, £29.38, disc only), Lincoln Road, Peterborough PE1 3HA

☎ 01733 68909/fax 01733 67299

INTERESTING FACT: Arnor produced the AMSTRAD NC-100 and NC-200 software (except the spreadsheet and game).

Running Software: (*BrunWord ROM Mark III Module*, £63) 138 The Street, Little Clacton, Clacton-on-sea, Essex CO16 9LS

☎ 01255 862308, 9am-5pm

INTERESTING FACT: a PCW version of *BrunWord* was begun, but never finished. CampurSoft: (*ProPrint* (Protext enhancer), £14.99 disc ROM £24.99) 10 McIntosh Court, Wellpark, Glasgow G31 2HW

☎ 0141 554 4735/fax 0141 227 4486

INTERESTING FACT: there are a things afoot...

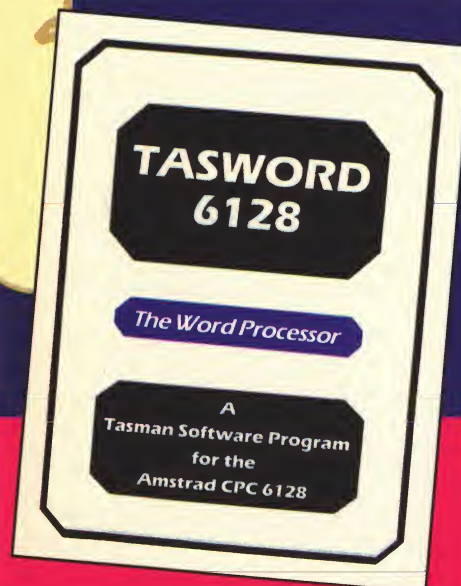
Tasman Software: (*Tasword* 6128, £29.95, *Tas-spell*, £24.95, both disc only), Springfield House, Hyde Terrace, Leeds LS2 9LN

☎ 0113 2438301

INTERESTING FACT: AMSTRAD approached Tasman to produce *Amsword* even before the 464 was released.

NewStar Software Ltd (*NewWord*, £49.95 excl VAT) Kenwood House, Waltham Road, Boreham, Essex CM3 3AX

☎ 01245 465505/fax 01245 465515



BrunWord because it's also only available in ROM.

I always had the impression that *Tasword* was a cheap piece of software that didn't really justify its existence. Now I am definitely of the view that *Tasword* is a giant after all, and that it is comparable to both *Protext* and *BrunWord*, with almost as many good quality features. The only thing which lets it down, is *Tas-spell*. I mentioned this to Robin Thomson, Director of Tasman Software, and even he groaned: "Ohhh yes."

A bit of a bad spell

This spell checker sucks. It recognises a misspelt word, but won't suggest an alternative. If you CHANGE your word, you then have to go back into the speller to carry on, as you do in *BrunWord*. The 'dictionary' comes on a disc, 464 one side, 6128 the other. Get the wrong side in, and you've had it, you just can't get back to your work: you have to re-do the lot.

By all means invest in *Tasword*, but forget about *Tas-spell*. I feel sure you could get a PD equivalent which suggests words for you.

Word associations

Okay, so obviously *Tasword*, *Protext* and *BrunWord* are not the only word processors available for the CPC. Look out, also, for...

Mini Office II

Mini Office is, technically speaking, an integrated package, and among other things contains a word processor. It's not all bad.

Mini Office II is quite a good all-round package, should you see it second-hand (check out the AA classifieds section on page 15), then it might be worth grabbing it.

MicroScript

MicroScript isn't worth the space it occupies. It's only worth the rush you get when you pull the plug out. None of the keypresses have anything to do with their function. Perhaps I am being a bit tough on it (it is ten years old after all), but I don't think so. *WordStar* was running on the 64K Cortex

BrunWord

Since I wrote about the *BrunWord* Elite ROM Mark III (AA114, page 18), it has been updated. For the full lowdown read that review but here is an update on the new features.

BrunWord is extremely fast and efficient. The self-contained ROM modules are even better because of the extra resident memory, which is equal to having a silicon disc hitched on the back of your keyboard. Obviously *BrunWord* offers all the normal controls you would expect from a good word processor, for example:

- justify;
 - columns;
 - marking text;
 - cut and paste;
 - delete word or sentence;
 - embedded control codes;
- and the list goes on...

Spell check it out

The spell checker is an essential part of any word processor: what is the point of having one if it can't spell, or can't at least tell you when your spelling is wrong?

The good thing about *Info-Script*, is that you don't have to leave the program

BrunSpell, the *BrunWord* spell checker is extremely fast (unlike *Protext's* *Prospell* - see overleaf). *BrunSpell* has over 33,000 words in memory, and the option to make up a custom dictionary, in which you might save your name and address, or any words which you use, and are not already in the dictionary, such as, "Pneumonoultramicroscopic silicovolcanoconiosis", which is the longest word in the Oxford English Dictionary.

So if you are using those types of words, you want to be able to save them: which you can do in all dictionaries.

machine a few years before, and *Amsword* was around at the same time!

Microword

Microword is a program that acts a bit like *WordStar*, under CP/M V3.0. It uses some of the *WordStar* commands. In fact, I have found that most word processors are based on *WordStar* (Perhaps this is because *WordStar* was one of the first word processors, and was pretty darned good in them days too).

Microword also has a rather crude database, but it shows that somebody did give some thought to its design.

NewWord 2

NewWord 2 is a PCW-based program which is similar to *WordStar* (perhaps not surprisingly, as it was programmed by the same people). *NewWord* is a more polished version though, and has overcome some of the difficulties found on *WordStar*. It is a pretty powerful program, and relatively easy to get used to.



One of the things that *BrunSpell* has over *Prospell*, is that you can choose to TRANSFER the correct word, so you don't have to type it yourself.

Info-Script

This is the *BrunSpell* database. Here you can redefine your records to how you want them, for example to include as many fields as you see necessary, and you can also display all of the records at one time, if you want to.

You can also zap your records into the *BrunWord* word processor for your letter or whatever it is you are writing. The good thing about *Info-Script*, is that you don't have to leave the program to do it, so there's no hassle with having to save everything, and so on.

About the size of it

BrunWord has lots of fonts of all different sizes and shapes. An 8 Bit Printer Status Port comes with the package. You plug this and then the printer cable into your printer port hole. This acts as a communicating device for your printer. One of the best features is the *Script* font, which links characters like 'o' and 'c' as you would do in normal handwriting. This gives a unique and excellent effect, and one which adds prestige to your work.



Protext

I have been using Protext for a number of years, so I am reasonably accustomed to it, but still have never read the manual. It sits at the bottom of my drawer in case someone near me doesn't know what to do.

A wise lady once said to me:
"There are some people who just cannot learn from manuals,"
and she's right. Some manuals are written in the expectation that you have a degree in scientific notation, while others are so ambiguous that you want to forget about the

"Some people just cannot learn from manuals"

program straight away. Therefore, I am pleased to be able to report, that the manual of Protext (and its accompanying software modules) is not in the least bit like either of these examples.

Instead, the Protext manual is thoughtfully written, easy to understand, and has both an index and helpful glossary: something which the BrunWord and Tasword manuals lack.

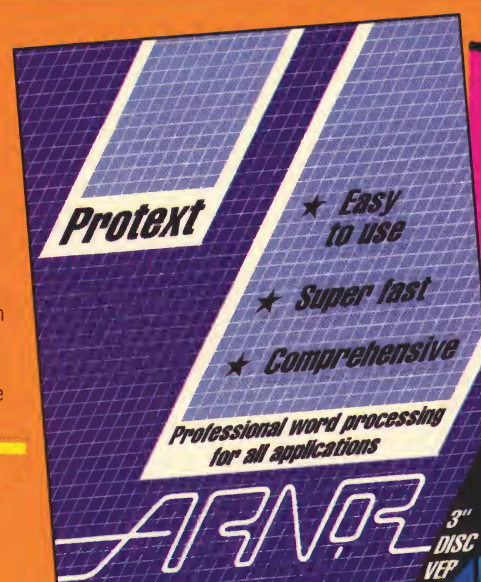
Protext has a tidy screen and is available for green or colour monitors, alternatively you can define your own colours.

A la mode

Protext has several modes. For example, press ESCAPE to enter command mode, then type your command. Here's where it gets a little tricky...

If you are a new user of Protext (or BrunWord and Tasword), you won't know all the commands straight away. So, while in command mode, just type HELP, and, lo and behold, a list of commands appears, which let you know what to type to do what you want to do.

The other main modes of Protext are document, in which you type your award-winning book, complaint letter or whatever; program mode, in which you can type



What is a word processor?

Simply put: a word processor is a glorified typewriter. With a typewriter, the symbol on the key you press is what comes out on paper. You have to get everything right, or you go through reams of paper. Don't believe what the adverts tell you either, a typed job application with correction fluid all over it will not get you the job. A word processor, basically, allows you to edit (change or correct) any part of the text you want, to store and save your files and retrieve them again.

With a decent word processor you can add fonts (different styles of writing), add enhancements such as bold, italic and underline and change the size of writing and so on. So, get a word processor and throw away the typewriter.

In the beginning...

I use Protext. To write my articles for AA I start by bashing out a rough article on the CPC, then use 2In1 (£19.99 from CampurSoft) to transfer it to Protext on my PC. I then edit it for a few more days, spell check it several thousand times then ASCII save (American Standard Code for Information Interchange) it to disc, and hurdle it in the general direction of AA Towers. (Why don't you do the whole thing on the CPC? - AA readers) Because last time I did that it crashed all the computers at Future Publishing! Happy? (Deathly silence from the AA readers.)

Pro-active

Protext A PCW User's Guide, £14.95, excl p&p, by Protext expert Rob Ainsley (who once edited, and still contributes to AA's sister mag, PCW Plus). ISBN 0-632-02564-6. This book is good for the CPC, too. Computer Bookshop Ltd, 50 James Road, Tyseley, Birmingham B11 2BA ☎ 0121 706 6000.

Get word-wise

This month you could win BrunWord ROM Mark II - simply turn to page 20 to find out how. But that's not all, correctly answer a simple question next month and you could win a copy of Tasword or Protext!

your own program, then use it in BASIC.

As with all word processors, it is easy to jump from one end of your document to the other. You can also cut and paste using block markers; set your margins; make a page jump: everything is done with in-built control codes which are simple to remember in Protext, (as indeed they are in Tasword and BrunWord).

You can also SET PRINT options.

Whether you want continuous printing, Near Letter Quality, page numbers, headers, footers, page length, margins, and so on, defining what you want printed, as you can in BrunWord and Tasword.

Protext on disc is fine. It is Protext after all: the foundations of one of the best CPC word processors available. It does not have all the fancy

While in command mode type HELP and list of commands appears

commands of other versions for other formats, and does not come with a spell checker or mail merge, as the CP/M version does.

With the CP/M version of Protext, you must make up a working version of it at the beginning, but once you have gone through this long and tedious process, it is done, and you can get on with your Protext life. For the extra few quid you have to spend on this one (£4.95 to be exact), you might as well get it, because it offers many more advantages over the first version.

Protext ROM

The Protext ROM (read only memory) is a chip, in the same fashion as a game cartridge, and has to be the best of all the Arnor versions.

It sits in a little black box at the back of your keyboard waiting for you to call upon it's services. Mind you, the spell checker and so on costs extra.

Reader ads

FOR SALE

Many Amstrad tape games for sale. Old classics. SAE to David Barnsby, 10 Churchill Road, Earls Barton, Northants, NN6 0PQ.
CPC 464 colour monitor, 3-inch disc drive. 64K RAM pack. DMP2000 printer. All manuals, joystick, blank tapes, discs, Protext discs, spare ribbon. £200 ono.
☎ 01435 864915 (eves).

Box of 40, CPC 3-inch discs, all with games on them £60. ☎ 01709 896821 (eves).

Amstrad colour CPC6128 and loads of disc and tape software, ROMs, books and hardware. SAE for list. John McNally, 15 Selwyn Drive, Hatfield, Herts AL10 9NH.

CPC464 keyboard, £30. Memory expansion £20. G.A.C. £10. Cassette games from £2. 464 manual £10. Interested? 31 Oriol House, Blackcat Close, Chelmsley Wood, Birmingham B37 5DG.

CPC EMU runs Amstrad software on an IBM-PC. Requires 386SX33, VGA, HDD. David Cantrell ☎ 01424 221015 (eves, Mon-Thurs).

Magazines: AA (56), ACU (20), CWTA (8), binders. Software: MicroScript, MasterCalc, MicroPen, DEVPAC, Screen Designer. All with manuals. Books: Amstrad Omnibus, disc system, databases. ☎ 01942 211053.

Games galore, far too many to mention. Loads of special offers. SAE to Alasdair Stewart, Appin Cottage, Ardler by Blairgowrie, Perthshire PH12 8SY.

Amstrad CPC/6128 and colour monitor with dot matrix printer. Includes Mini Office II on disc. Games include Lemmings, Myth, Rodland, Dizzy and more. Also blank discs. Everything £100. ☎ 0191 3722557.

Amstrad 464 Plus and colour monitor, more than 50 games. Excellent condition. Only £100. ☎ 01580 715116.

6128 Plus, 464 CPC Plus, CTM 644 colour monitor. Joysticks, games, £120. No offers. HB Jenkins, 59 Hermitage Road, Dartmouth, Devon TQ6 9TD ☎ 01803 835403

Spectrum games for sale. For list write to c/o 94 Langford Road, Mansfield, Notts NG19 6QE
CPC6128 colour, second drive, modulator, RS232 and control interfaces, mouse, Multiface, 2 joysticks, 50+ games, tapeplayer, DRGraph, DRDraw, DRCBasic, DRPascal, Supercalc2, AA20-99, manuals, books, £175. Bayliss ☎ 01734 782642.

Blank 3-inch discs. 30 for £15. Also Multiface II £15 Jonathan ☎ 01502 518773 (after 3.30pm).

CPC464 with green screen, monitor, manual, joystick, 20 copies of AA with covertapes. £80 O.N.O. ☎ 0181 845 2037.

CPC 464, colour monitor and keyboard. 80 plus games, 2 joysticks, 18 plus copies of AA. Desk optional. Valued at £350 but will sell for £250. Bargain! Edward Gibbs, Fair acres, Goudhurst Road, Marden, Tonbridge, Kent TN12 9JY. ☎ 01622 832115.

Games for sale. All on one tape. All less than £1 each. SAE for further details to Dan Brook, 8 Baguley Drive, Unsworth, Bury B19 8HS.

Games and PD on tapes for CPC464. SAE for list to Gart Smethers, 13 Meadow Close, Cononley, W Yorks BD20 8LZ.

CPC6128 with colour monitor, 3.5-inch drive, DMP 2000 printer, cassette player, software (Protext, MasterCalc etc), adventure games, lemmings, Hero Quest ad more. Magazines (AA and covertapes, manuals and books. £250 ☎ 01925 762139.

Soft 968 £22, Laser basic (tape) £12, Laser compile (disc), £9, Elite Gold (tape) £9, and

more. Kevin Heywood 18 Sinclair Ave, Banbury Oxon OX16 7DW.

Amstrad colour CPC128, loads of disc/tape soft/hardware, ROMs, books. SAE: John McNally, 15 Selwyn Drive, Hatfield, Herts AL10 9NH.

I need a ROM Board with Protext and ProSpell. ☎ 01288 321348 Paul (after 6pm).

CPC 464 colour, 6128 chip, DD1 drive, multiface 2, DKTronics add-on memory, manuals, games. £100. Buyer collects or pays postage. Phil Andrews, Steppes Cottage, Kimbolton, Hereford HR6 0HD.

CPC 464 colour multiface II, joysticks, Lightpen, AA covertapes, 43 games, Mini Office 2, Assembler, Vientext, Amsoft Software, 6 years' worth of AA/ACU magazines, blank tapes, computer desk, original packaging/documentation. £150.

☎ 0142 477560 (Hants).

CPC 6128 colour monitor, TV tuner, joystick, £150 also serious software books and games eg Masterfile, Tasword, Utopia etc. £7 each, ☎ 01621 782147 anytime.

Games all boxed originals. Approx 50 on tape and on disc. £35 together. Also available separately. Peter ☎ 0161 485 1854.

43 Amstrad Actions, 23 cover tapes, 29 ACU's and 13 WACCL's. £50 the lot, or make an offer. Gary ☎ 0181 806 8234.

Disc and cassette compilations/single games for CPC464, 80 games. £35 incl p&p. C Rees, 66 Miskin Road, Mid Glamorgan, CF40 2QW.

CPC6128 mono, comprehensive outfit, 3.5-inch drive, FD1, ROMbox, ROMs, 256K Rampack, Multiface, modulator, mouse, RS232 interface, professional software, manuals, extras £120 or separate. Brewer ☎ 01344 4879489.

WANTED

Any PD software (disc-only) for PD library. Will return 1/4 of all contributions. Alex, 30 Gritstone Road, Matlock, Derbys DE4 3ED.

Elite for Amstrad CPC 464 cassette only. Will

give you either Ikari Warrior or Batman. Ben ☎ 01488 682354 (5pm-9pm).

Games on discs. Also tape to disc copiers and adventure games. Will buy or swap. I have lots of games on disc and tape. Bill Buchanan, 65 Carr Barn Brow, Clayton Brook, Preston PR5 8LD ☎ 620381.

Sim City, Super Cauldron, Double Dragon 1. Also selling some games. Help for Prehistoric 2 would be appreciated. Meirion ☎ 01222 709289.

Manual for Amstrad printer DMP 2000. F Paul, 15-6 Murrayborn Grove, Edinburgh EH14 2PG ☎ 0131 538 3966.

Tapes only for 464. Any quantity but must be reasonably priced. S Collinson, 60 North Parade, Sleaford, Lincs. **Wanted on cassette** Elite for CPC464, GAC manual. Swap (Heroquest, Space

'Bazaar' but true - if you want it, come and get it! The AA bargain basement is open for business.

Crusade) or buy. Lee Cleary, 20 Acacia Avenue, Maltby Nr Rotherham, S Yorks S66 8DS.

For music machine, software only wanted for Amstrad 6128. On disc. Please help. Chris Bolas. PO Box 10010 Athens Greece.

EPYX SuperCycle, on Amstrad CPC 6128 disc. Will pay cash or swap for one of hundreds of games (carts/discs/tapes/spectrum). James ☎ 01256 880557 (after 4pm).

Sim City for 6128+.

Patrick ☎ 65562. (Northern Ireland.)

The Program patients for Amstrad 6128.

Mr/Mrs Butler ☎ 01334 478817.

Amstrad manual for DMP 3250 printer. HJ Smith, 8 Elgin Road, Southampton, Hants SO15 1JP ☎ 01703 639918.

USER GROUPS

Established user group. Non-profit making. Superb range of services. PD, discounts, advice, contacts, second-hand hard/software. SAE to CCC(AA), Box 121, Gerrards Cross, Bucks SL9 9JP ☎ 01753 884473.

SERVICES

Free PD! Send disc/tape PD (not from AA covertape) for free PD. Eagle PD, 21 Dane Bank Ave, Crewe, Cheshire CW2 8AE. Original software preferred. Prompt returns.

Free software! 25p stamp and disc/tape to Maybrook Software, 95 Humberstone Road, Luton LU4 9SR for free covertape, log and program list.

OTHER

Urgent! Penpals wanted. Aged 16 and over. M/F. Any computer type. Swap games or chat. Barbara, 5 Cloughview Doagh Road, Ballyclare, Co. Antrim, N Ireland BT39 9EP.

AMSTRAD ACTION FREE READER AD FORM

Want some software? Want to get rid of something? You're in the right place. Fill in the details in the box below - one word to one box - and send it to: Reader Ads, Amstrad Action, 30 Monmouth Street, Bath Avon BA1 2BW.

Your name

Your address

Post code

☐ For sale ☐ Wanted ☐ User groups ☐ Services ☐ Other

Assembly line

Richard Fairhurst is going round and round in loops this month - professional loops, you understand.

I always hated physics at school - particularly those lessons where the teacher just waffled on about theory non-stop for 40 minutes. Anyone who made it through these without dying of boredom would leave the classroom with a burning conviction that Lessons Should Be More Fun.

Let them suffer!

When I left school, and all this ceased to be a problem, such idealism changed into: No! Let 'em suffer like I had to! So you won't be surprised, after this rather roundabout explanation, to learn that this month's 'Assembly line' is (almost) all theory.

Last time, you saw how simple it was to get the firmware to CALL a routine every 50th of a second. This, in fact, is a crucial principle for anyone who writes programs which involve rapidly-updated screen display: arcade games, demos, and even certain utilities.

You probably know that when you see animation on your CPC or television, it's just an illusion: a number of frames are displayed in such quick succession that the brain sees them as continuous movement. As with (non-American) TVs and all other displays on inexpensive computers, the CPC displays 50 of these frames per second. It makes sense, then, to achieve the smoothest and most consistent rate of animation, to synchronise your program's operation with these frames. To

generate a new picture every 50th of a second is ideal.

If you are moving large sprites around the screen, though, this may be

unfeasible, and a 25Hz (generates 25 pictures per second) system is preferable - so you have a new picture every other frame. It's important to have a constant rate of display, otherwise the animation just looks tatty.

You could do all of this by setting up an interrupt, as you did last month. It's much simpler, though, to have the main program running on a loop which executes 50 times per second itself...

Moving pictures

To do this, you need to start executing each pass of the loop when the electron beam which 'draws' the image of each frame on to the monitor is at a fixed point on the screen. Fortunately, the CPC

is capable of testing for this, using the firmware call at &BD19. Call

this, and processing stops until the electron beam is at

'frame flyback'. This is the stage between

drawing two frames, when the beam is

flying back from the bottom of the screen

(having just finished drawing the previous

frame), ready to start again at the top for the

next frame.

Using this method, careful coding and use of delay

loops ensures you can predict where on the screen the electron beam is at any point in the execution of your main loop. This is a Good Thing...

Say your program is printing a sprite half-way down the screen, and the electron beam is passing this position at the time. You are then changing the graphics on the screen at the same time that the electron beam is trying to display them: the main cause of flicker in arcade games. Being able to print sprites before the electron beam has to display them avoids such unsightly effects.

This month's homework

With this knowledge, your homework for this month is to have a go at converting last month's timer program to run on a 50Hz (50 times per second) loop.

Get rid of the interrupt code in the 'on' and 'off' routines, since you're not using that method now, and replace them with a loop consisting of...

```
.loop
call &BD19
call rout
jr loop
```

This simply waits for

frame flyback (which, as you know, only occurs once

every 50th of a second), calls the

timer routine, and loops. As it is,

this will carry on forever, even

when the timer has hit zero and the border has

turned red. Try adding some

code to stop either when a key is

pressed, or when the timer has reached zero.

Most commercial game releases, along with 99% of demos, are coded in this way as are those utilities, especially, which require a WIMP system. The main loop in RoutePlanner*, for example, runs on a similar system to this. It calls the routine to move the pointer according to the user's input, and then does anything else it needs to do at the time, such as draw a line on the map.

It's the custom

A demo would move the scrolling message left by one byte, animate sprites and call the music-playing routine in a loop like this. Music-playing routines are invariably designed to be called this way. However, when you reach the level of fluid animation required in demos and arcade games, you're not going to be using the firmware - custom sprite routines are the order of the day...

Instead of using CALL &BD19, game coders hit the hardware directly to find out when frame flyback is and the firmware's standard interrupt, which carries out tasks such as keyboard scanning and sound generation, is turned off. This means you have to write your own routines to do exactly this - never the most enviable of tasks, especially with CPC technical documentation so hard to come by these days. But wait! Do we see a saviour in the guise of a

NEXT MONTH:

Using this 'professional' (yes, we get the message) frame-based principle, next month you write a very amateurish game. You will be delighted to know (you will, honestly, when you see how complicated it is) that you use the AA keyboard routine, which you can copy out and use in all your future endeavours.

A plug for the gap!

* Richard Fairhurst is the author of RoutePlanner, the route guide, £19.95 from Sentinel Software, 41 Enmore Gardens, East Sheen, London SW14 8RF e-mail: CS94RRW@brunel.ac.uk

AMSTRAD ACTION READER survey

We want to find out exactly what you like and what you'd like to see in AA. Just complete and return the questionnaire. You will help decide what goes into AA and you could win games galore, too....

Things change rapidly in the AA scene and so every now and then we need to check up on what you want from your main source of CPC-related information.

This is, indeed, one of those nows, and, as it were, then.

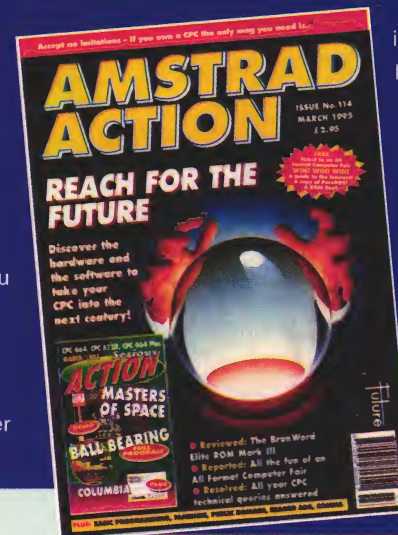
We need to know all about you (okay, about your CPC habits, at least) so that we can make sure that AA is providing you with what you want from a CPC magazine. And, as the magazine is lot smaller than it used to be, it's even more

important that every page counts. That's why it's vital that you take part in this survey.

As if that weren't enticement enough, we're encouraging you even further...

Three survey replies will win their senders 10 games each!

Tell us what you want in AA.



PART 1 WHO ARE YOU?

1 How old are you? _____

2 Are you male (M) or female (F)? _____

3 In which part of the country (or world) do you live?

South East ☐ South West ☐

Midlands ☐ East Anglia ☐

Wales ☐ North East ☐

North West ☐ Scotland ☐

Northern Ireland ☐

Other (please specify) _____

4 What do you do with your days? Are you...?

At school ☐

At college/university ☐

At work ☐

Unemployed ☐

Retired ☐

Full-time mother/father ☐

At Her Majesty's pleasure ☐

PART 2 MACHINE SPECIFICS

5 What type of Amstrad have you got?

6128 ☐ 664 ☐ 464 ☐

6128 Plus ☐ 464 Plus ☐

6 How long have you had it? _____

7 Was it new or second-hand and where did you get it from? _____

8 Do you use it for anything other than playing games? If yes, please, specify _____

9 How many hours do you spend using your CPC per week on average? _____

10 What other computers or consoles do you own? _____

PART 3 SOFTWARE

11 How many games do you own?

Fewer than 10 ☐

10-30 ☐

31-50? ☐

51-100? ☐

More than 100? ☐

12 Do you own software mainly on:

Tape? ☐

Disc? ☐

13 Other than games what software do you use regularly? Please specify particular titles _____

14 Where do you get your software? _____

Tell us about it!

Play your part in the AA revolution and you could win some software, too.

Simply send your questionnaires (or a photocopy) to:

Reader Survey April 1995,
Amstrad Action, Future Publishing,
30 Monmouth Street, Bath,
Avon BA1 2BW before
Wednesday, 26 April, 1995.



PART 5 COMMS

19 Do you know what 'comms' means?

Yes/No

(If not, or to refresh your memory, see 'Get the message' AA105.)

If yes, are you interested in the Information Superhighway?

Do you own any of the following:

Modem Yes/No

Comms software Yes/No

Do you use it with your CPC? Yes/No

Do you use a service provider? Yes/No

Which?

Or do you link up through...?

Work Yes/No

College Yes/No

What do you use comms for?

PART 4 HARD FACTS

15 Which computer magazines do you read regularly?

16 How much money do think you will spend on your CPC (hardware and software) in the next six months (estimated to the nearest £10)?

PART 6 THE MAGAZINE

20 How interested are you in the various sections of the mag? Please give a mark from 0-10.

Covertape

Letters

Directory

Public Domain

Fanzines

Hardware features

Serious software features

Cheats and pokes

Reader ads

Competitions

Techy Forum

BASIC tutorials

Machine code tutorials

Interviews with CPC personalities (users/developers)

21 What would you like to see on the covertapes?

22 What would you like to see features on?

PART 7 ADVERTISING

23 Do you ever order software/hardware from the adverts you see in AA

Yes

No

24 If the answer to 23 was yes, how would you rate the level of service you have received from the companies involved?

Very good

Good

Okay

Poor

Very poor

Comments:

25 And finally, your name and address (so we can send you a prize if you win!)

Post code



17 What other hardware do you own:

Disc drive?

☐

Cassette deck?

☐

Scanner?

☐

Multiface?

☐

Printer?

☐

Hard drive?

☐

Other (please specify)

18 Are you planning to buy any of the above in the near future? If yes, please specify...

So why do you need a digitiser?

How do you get pictures from the TV on to your CPC screen? Richard Wildey is worried about your images.



From the main menu you can alter settings.

A digitiser is a piece of hardware that allows you to grab images from the television and display them on your computer screen. The only available piece of equipment on the CPC that lets you to do this is the Rombo Vidi Digitiser.

Pass the source

Originally released in 1986 by Rombo at a cost of £69.95 the Vidi was an instant crowd puller at computer shows. Unfortunately Rombo no longer make the digitiser after selling the design to Avatar. Avatar has since gone out of business leaving a source for such equipment dry. So, if you are after a digitiser check the classifieds sections of AA or fanzines such as WACCI. The Vidi comes with software to complement the hardware which comes packed neatly inside a black box that plugs into the expansion port. A phono lead then goes from the Vidi's video in socket to the video out connection in the video or camcorder. A phono lead is supplied but if it's missing, because you bought the hardware second-hand, for example, try electrical or video shops for replacements.

On a screen near you

Once connected, the software beams images into your CPC at a top speed of six frames/sec.

A hunting ye will go

* See Amscene Directory on page 7 and 'It's a snip' on page 23 for contact details and further ideas for tracking down CPC-related hard- and software which isn't readily available.

Without going into too much detail, the Vidi works by decoding the signal from any composite video output into binary and then collating this in its own internal 16K RAM. From here the Vidi sends this data into memory location &4000 of your CPC and then displays it on the screen. While the screen is displayed the process is repeated.

Anything you want

The Vidi can digitise anything that gives a composite video output. So you can hook up a video camera, VCR or another computer.

Connecting a computer via a video can lead to interference. For the best results connect a Genlock to give the correct form of output, thus giving you an image of what would appear on the Amiga on the CPC screen, obviously in Amstrad resolution and colours.

The Vidi software comes in two forms:

- the principle one is a menu driven system that allows you to grab full screen images;
 - the second is a series of RSX commands that are usable from BASIC in conjunction with your own programs.
- Many example programs are supplied with the Vidi Digitiser together with help on the RSX's, to give you a fair idea of how to maximise the potential of this innovative and also fun-to-use software.

New resolutions

Grabbed Images are in all the CPC's resolutions. To obtain the best picture use the four colour MODE 1 or monochrome MODE 2. Grabbing an images in MODE 0 requires a still picture, so unless you have a camcorder and tripod you need to grab the test card. A video on 'pause', unfortunately, won't do.

A MODE 0 screen with 16 colours, alas, doesn't look much like the original image as the colours are not correct. Attempted is a grey scale, but with the CPC's palette it just doesn't work unless you have a green screen monitor where you effectively have 27 shades of green.

What you need is a larger palette. Owners of the CPC Pluses can now take the time to feel snug as the range of colours gives you 16 intensities of each available colour.

This means you can use excellent shading effects to give you some of the best CPC art



Choose the Vidi program or the RSX's.

VIDI Digitiser Software. Version - 2.02

The following RSXs are now available:

VRANK	VRORDER	VRKI	VRLEAN
VRCON	VRCONVERT	VRCOPY	VRWMP
VRCT	VRCAR	VRVIEW	VRWMP
VRMODE	VRSPACE	VRWAPER	VRWMP
VRWSET	VRSCALE	VRWSEE	VRWMP
VRWSET	VRWRITE	VRWINDOW	VRWMP
VRWSET			

Ready

Add the Vidi to your programs with RSX's.

ever. The design of the supplied Vidi software is for the standard CPC palette so you need to convert the colours manually.

Use the facilities

To use the Plus's extra facilities you must access the extra features as explained in 'Getting the most out of your Plus', AA112, page 20, or use the terrific, PD, B-ASIC. If you prefer to stay away from the programming side the art package Smart Plus allows you to use the extra colours with ease.

Go and get it!

Smart Plus, £13 95 from Radical Software, Brympton Cottage, Brunswick Road, Worthing, West Sussex BN11 3NR ☎ 01903 206739. B-ASIC, PD, from all good PD libraries. Check out the Amscene Directory on page 7 to find relevant addresses.

Next month:

See how they run... Why do you need a mouse? Richard Wildey squeaks up.

Every BrunWord's a winner

Last month Angela Cook professed the BrunWord word processing package 'excellent'. Enter our competition and you could decide for yourself - free!

User-friendly - 90%
Production quality - 99%
Spell checking - 97%
Design - 96%
Value - 98%
Overall - 95%

These were the scores that Angela Cook awarded the BrunWord word processor in AA114. Even Olga Korbut would have been hard pushed to produce a better set!

'Excellent, not only as a home package but also in an all-round business capacity, were the accompanying words.

The BrunWord Elite Mark II ROM Module (without ROMDOS) retails for £63.

The BrunWord Elite Mark II ROM Module is:

- a self-contained plug-on unit, so
- you don't need to splash out on any hidden



It's all here and it could be all yours, see the 'How to win' box.

You can:

- use the BrunWord Mark II on any of the CPC range of computers, for example the CPC6128, CPC464, 6128 Plus and 464 Plus.

The BrunWord Elite Mark II ROM Module:

- checks your spelling as you are typing using the Info-Script spell checker!

What else can we say? Beyond telling you how to enter the competition, that is...

BrunWord ROM



Brunning Software

How to win the BrunWord Elite Mark II ROM Module

Just answer the question below, write the answer on a postcard or back-of-an-envelope and send it to: Wordy-wise, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW or e-mail it to aa@futurenet.co.uk (putting 'April compo' in the subject line). Your entry must reach us before Wednesday, 26 April 1995. And the question is... Who wrote:

'Twas brillig and the slithy toves
Did gyre and gimble in the wabe
All mimsy were the borogoves
And the mome raths outgrabe.'

NOTE: For more information on the BrunWord Elite Mark II ROM Module and any other versions of BrunWord, see AA114, 'The last word?', page 18 or contact: Brunning Software, 138 The Street, Little Clacton, Clacton-on-sea, Essex CO16 9LS ☎ 01255 862308 (9am-5pm).

BrunWord ROM Modules

Immediate despatch on receipt of cheque.

Elite ROM Mk 3 £79

The BrunWord Elite Mark 3 ROM module is identical in appearance to the Mark 2 but hidden within is a huge chip with 512K of memory. It is equivalent to having 32 individual ROMs. The Mark 3 ROM has all the features of the Mark 2 and a number of exciting additions.

A script font gives the appearance of neat handwriting, but some characters such as o a d g c require different linking depending on their position. We have designed a series of fonts that are modified as necessary to achieve a really good flow to the lines of text.

The Mark 3 ROM contains 23 fonts, including four intelligent script fonts, a new series of modern over square fonts, smaller versions of CHELMER and CLACTON, and large fonts for posters. Add a number of other improvements, and the Mark 3 ROM is fantastic value for money.

Elite ROM Mk 2 £63

Word processor, spelling checker, 33,000 word dictionary, relational database, 9 pin print enhancer, 24 pin 'type setting' routines, 10 superb fonts and high speed screen dump and box drawing routines for 9 and 24 pin printers, all programmed into a 256K ROM. The ROM is so fast that it checks the spelling while you are typing and the price includes our 8 bit printer status port. Supplied as a plug on module, no ROM box is needed.

BrunWord PC £55

Powerful and so very fast. Has most of the features of the Elite ROM module and many new features. With YDISC (£10 extra) it can directly read 3.5 inch CPC discs with data, system, D1 or D2 format. Ask for free booklet.

Quotes

"It's totally brilliant.... carries on the extreme user friendliness of Brunning Products to a very high standard...."
Chris Knight (ACU Editor) - ACU Aug 1991.

".....quite uncomplicated and easy to use..... the fastest most efficient spell checker anywhere..... The BrunWord ROM is a truly excellent product."
Rod Lawton (AA Editor) - AA Sept 1992

"BrunWord is excellent, not only as a home package, but also in an all-round business package capacity."
Angela Cook - AA March 1995.

Postage:- UK add £3, Europe add £5, Rest add £7.
6128 Plus add £15, 464 add £10, ROMDOS (state if required) free.
If possible reserve your order by 'phone before sending cheque/PO.

Brunning Software

138 The Street, Little Clacton,
Clacton-on-sea, Essex, CO16 9LS.
Telephone 01255 862308

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PRINTER CABLE PLUS/PC...£5.00

MOUSE MAT...£2.50 MOUSE HOUSE...£2.00

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(SOFTWARE OR SUPPLIES) £5.00 (HARDWARE)

SEND CHEQUES/POs/ACCESS/VISA DETAILS OR AN S.A.E. FOR OUR 12-PAGE CPC CATALOGUE.

PCW AND PC PRODUCT RANGE ALSO AVAILABLE. JOIN OUR MAILING LIST FOR FUTURE SUPPORT

TECHY forum

Richard Fairhurst remains unsunk by heat, tries to avert an art attack, and proves he is an expert on PCW-CPC connections.

QUESTIONS AND ANSWERS

Exciting topics no. 283

I have been advised to write to you to help me find a good stock management program in the public domain.

What I need is a program that can handle 5000 items, probably in a series of files, with facilities for stock number, stock quantity, stock reorder level, stock reorder quantity, catalogue number references for suppliers, catalogue numbers for sales purposes, cost reference and sales reference and a tabulate facility across the page for any of the fields to be printed in any order.

I was told that if anybody knows of such a program it would be Richard Fairhurst, so, can you help me please?

Roy Everett, Braintree



There's nothing quite so sophisticated as a stock management program available, I'm afraid. Well, there is one (Stock Control by Scott Giddins), but it's really rather simplistic for your needs.

I'd recommend using a really good database: Ramage 3 (see page 6) is your best bet if you have 128K, or PowerBase 2 if you only have 64K.

This might be a bit awkward in some circumstances, for example, removing one item from stock necessitates a whole 'Edit' action - but it's the best you'll get.

Feel the heat

A few weeks ago my 6128 suddenly stopped working, so I went down to the local electronic repairs place (they usually do videos) and they charged me £40 to get it working again.

They said the Z80 had blown, which sounds pretty major, but fine, I can afford such repairs. Yesterday it did it again, and when I opened the case it sure felt pretty hot. I bought a

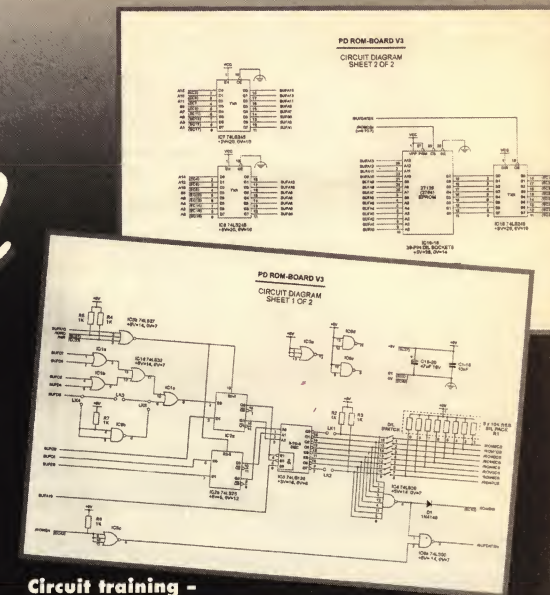
new one, cheap, from the local electronics superstore, but I don't

want to bother with this again, so what can I do to stop it happening once more?
Scott Roberts, New South Wales



You could try going back to your repair shop and asking for some money back because their original shoddy repair didn't last, however, they might not be co-operative. Anyway, get hold of some heat sink paste (such as Unick, see bottom left) from an electronics shop, and find a bit of heat sink (the metal part which removes heat from electronic equipment) - try a disused transformer or Spectrum.

Stick this on to the top of your Z80 with the heat sink paste (being careful not to lick your fingers, it is fairly toxic), make sure that it's not touching the metal of any chip legs, and wait for this to dry. Your CPC should then be back in full working order.



Circuit training - the CampurSoft DIY ROM box.

Only re-connect

My little brother broke the connector on our disc drive. Thinking it was useless we gave away all our discs including CP/M (doh!). Is there a replacement file or disc copier available, preferably PD? I have a formatter. Would a ParaDOS ROM be a suitable

PCW

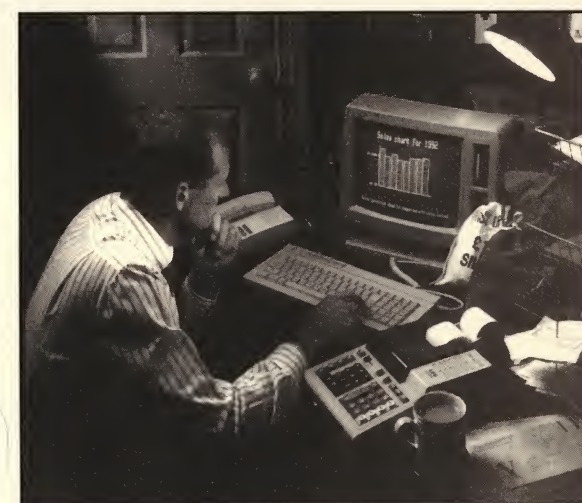
Part 1

1 Because of the limitations of having a cassette player on my 464 Plus, I was wondering if it would be possible to transfer the disc drive from an Amstrad PCW 8256 and plug it into the 464 Plus. If so, how could it be done?

2 Would it be possible to make the printer from the PCW compatible with the 464 Plus?

3 Would I need to install the disc drive interface which I think you gave instructions for in AA91? I don't mind if a little soldering is in order.

Jason Barber, Thetford



Rate of transfer: to and from a PCW, left and below.

rather than a fully-fledged DDI-1 with 464 interface.

Part 2

My daughter and son-in-law run a small business from home using a PCW 8256.

I visited them for Christmas, and took a few of my 6128 discs, hoping that there was some way of getting them working for the children - but no joy.

Is there any way I can convert the word processor to a CPC to load a game like Monopoly?

Also, I read the comms article back in AA105, but the PC emulator is not applicable.

George Hales, Coventry

The PCW Plus team (we share an office) will be warning us off their turf at this rate!

With regard to Monopoly, and indeed any program run from BASIC, the answer is, sadly, no. For example, how would a PCW run a colour CPC game? Neither is it realistic to perform any surgery on the PCW to turn it into a CPC.

However, if you have any CP/M software on either computer - it will usually be PD - such as the word-processor VDE - it should be freely interchangeable between the two machines. You might even like to try and impress upon your daughter that second-hand CPCs are very good value at around £30 these days!

